

Locatory: an augmented reality mobile game

Development: Stefaan Ternier

Graphical Design: Jeroen Storm

Abstract:

Locatory [1][2] is an augmented reality (AR) game that runs on the android [3] platform for mobile devices. The game builds on the gamaray [4] open source AR browser to render artifacts in the game.

The concept of game is rather easy. Players can compete with each other and gather cards that are hidden in augmented reality. Once a card is taken, it can be dropped at a physical location (figure 3, B). When a card is dropped at the correct location, the player receives a point.

Prior to dropping a card, the card needs to be taken. A game designer can hide pairs of cards at various locations. These cards are visible for the players using augmented reality techniques (figure 1). A user can walk to a location and click on a card to flip it (figure 2). When flipping the same card twice in row, the card is added to a player's bag-pack (figure 3, A).

Screenshots

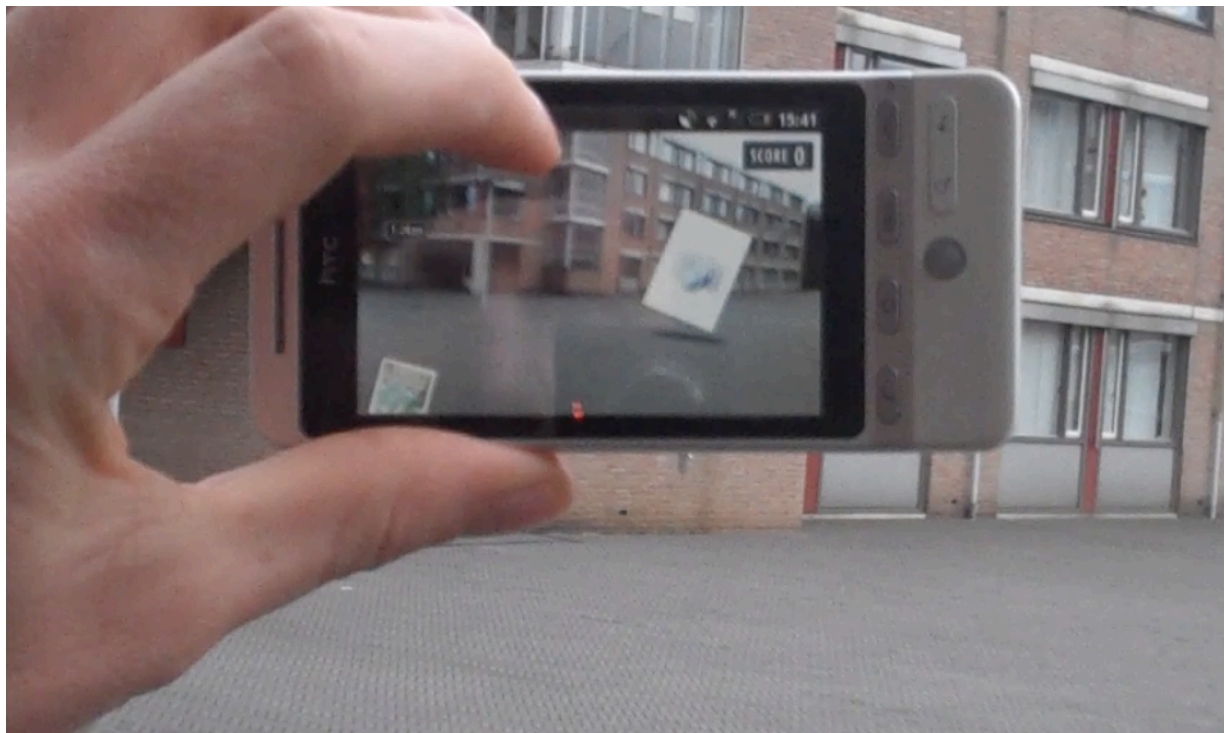


Figure1: A locatory card

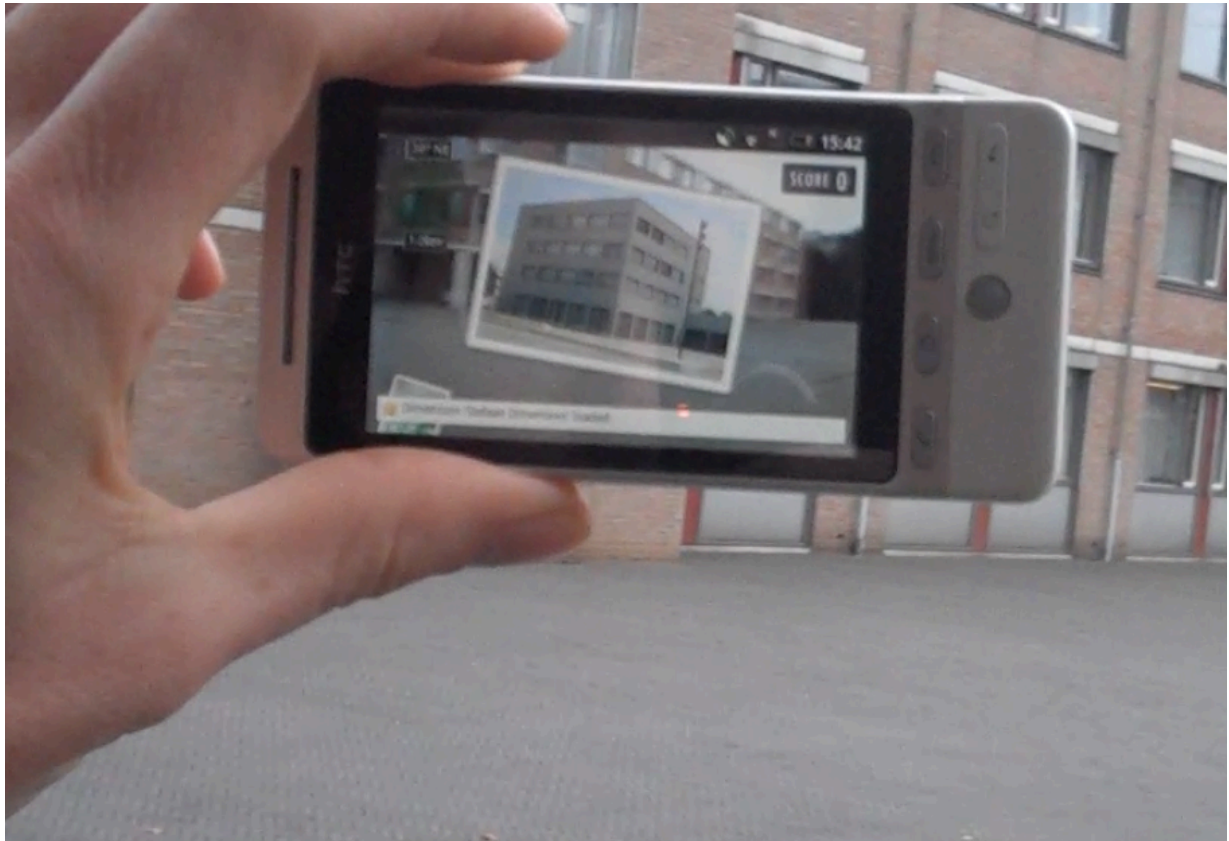


Figure 2: flipping a card



Figure 3: Dropping a (taken) card takes two actions.
Action A: select a card from the bag-pack.
Action B: clicking the drop button, drops the card on the location.

References:

1. Locatory project. <http://code.google.com/p/locatory/>
2. Locatory Service. <http://celstec1.appspot.com/locatory.html>
3. Android. <http://www.android.com/>
4. Open Gamaray. <http://sourceforge.net/projects/opengamaray/>